

## 4. BASIC RESPONSES

Jump raises - minors	inverted
Jump raises - Majors	Bergen
Jump shifts after minor opening	Inverted
Jump shifts after Major opening	Bergen
Responses to strong 2 suit open.	N/A
Responses to 2NT opening	3C=Puppet - 3D TR to H- 3HTr to S - 3S 5S+4H

## 5. PLAY CONVENTIONS

Show priorities

	Versus Suit (or both)	Versus NoTrump (if different)
<b>Leads</b> Sequences:	Overlead, A= attitude, K= count	same
Four or more with an honour	4th	4th
From 4 small	2nd	2nd
From 3 cards (no honour)	middle	middle
In partner's suit		
<b>Discards</b>	Odds and evens	same
<b>Count</b>	Reverse	same
<b>Signal</b> on partner's lead:	Low encourage	same
<b>Signal</b> on declarer's lead:	Reverse count	
<b>Notes</b>	Odds encouraging, Evens are McKenny	

## 6. SLAM CONVENTIONS

4NT: Blackwood	<input type="checkbox"/>	RKCB 1430	4♣ Gerber	<input type="checkbox"/>	when? MSKC
<b>Slam Notes</b>					
Cue Bids	<input checked="" type="checkbox"/>				
Asking Bids	<input checked="" type="checkbox"/>				

## 7. OTHER CONVENTIONS

4th suit forcing to game	Multi-Landy
Splinters	Smolen Transfers
Cue raises	3NT Opening weak 2 suiter 5/5 minors
Long suit trials	Support doubles up to 2S
DOPI, ROPI	Dury after 1 major in 3rd seat

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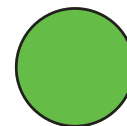
Over exclusion Keycard 3041

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# AUSTRALIAN BRIDGE FEDERATION INC.



## STANDARD SYSTEM CARD

ABF Nos.	114197	Allison Stralow
& Names:	170331	Wendy Driscoll
Basic System:	Standard 2/1 Game Force	
Brown Sticker	<input type="checkbox"/>	Classification: Green <input checked="" type="checkbox"/> Blue <input type="checkbox"/> Red <input type="checkbox"/> Yellow <input type="checkbox"/>

## 1. OPENING BIDS

Describe strength, minimum length, or specific meaning	Canape	<input type="checkbox"/>
1♣ 10+ HCP 3 cards	1♥ 10+ HCP 5 cards	
1♦ 10+ HCP 3 cards	1♠ 10+ HCP 5 cards	
1NT 15-17 HCP	may contain 5 card Major	<input checked="" type="checkbox"/>

1NT Responses 2♣ Simple Staymen

2♦ Transfer to hearts

2♠ Transfer to clubs

2♥ Transfer to spades

2NT Transfer to diamonds

other super accepts with 4 major or 3 to honour in minor

2♣ Game force with 23+ HCP or 4 loser

2♦ Weak 2 in either major. Less than an opening hand (6-10HCP)

2♥ 5-5 Hearts & another suit. (6-10 HCP) second suit may be 4+ card if a minor

2♠ 5-4+ Spades & a minor. (6-10 HCP)

2NT 20-22 HCP balanced (can have 5 cd m) 3NT Weak 2 suiter in minors

other

## 2. PRE-ALERTS

Bergen responses to major openings	Sysyems on over a double, off after a bid.
Blue club overcalls (Extreme. Lower. Upper.	Multi-Landy. 1NT-2NT both minors or big x2
Mini-Multi 2D openings	Splinters, Inverted minors

## 3. COMPETITIVE BIDS / OVERCALLS

Negative doubles through	4H	Jump overcalls	Blue club
Responsive doubles through	4H	Unusual NT	Blue Club
1NT overcall - immediate	15-18 HCP bal	Immediate cue of minor	Blue Club
1NT overcall - re-opening	11-14 HCP bal	Immediate cue of Major	Blue Club
Over weak twos	X=t/o (lebensohl 2NT=0-7)	Over opening threes	X= t/out
Over opponent's 1NT	Multi-Landy. Over weak NT, X = penalty		
Over strong NT, X shows a 4 card major + a longer minor			

## 8. RESPONSES TO OPENING BIDS

Describe strength, minimum length, or specific meaning

1♣ 1♦ 5+ HCP 4+ card suit	2♦ Limit raise 4+C	3♦ Splinter
1♥ 5+ HCP 4+ card suit	2♥ 0-6 HCP 6 card suit	3♥ Splinter
1♠ 5+ HCP 4+ card suit	2♠ 0-6 HCP 6 card suit	3♠ Splinter
1NT 6-10 HCP no 4 cd major	2NT 10-11 HCP no 4 cd major	3NT 13-15 HCP no 4 cd major
2♣ 13+ HCP 5 card suit GF	3♣ 0-8 HCP 5 card suit	4♣ MSKC
other 4d N/a 4H & 4S to play		
1♦ 1♥ 5+ HCP 4+ card suit	2♥ 0-6 HCP 6 card suit	3♥ Splinter
1♠ 5+ HCP 4+ card suit	2♠ 0-6 HCP 6 card suit	3♠ Splinter
1NT 6-9 HCP no 4 cd major	2NT 10-11 HCP no 4 cd major	3NT 13-15 HCP no 4 cd major
2♣ GF 4+ card suit	3♣ Limit raise 4+D	4♣ Splinter
2♦ 13+ HCP 5 card suit	3♦ 0-8 HCP 5 card suit	4♦ MSKC
other 4H & 4S to play		
1♥ 1♠ 5+ HCP 4 card suit	2♥ 5-9 HCP 3 card support	3♦ 10-11 HCP 4 hearts
1NT 5-11 HCP, 1 round force	2♠ 10-11 HCP 3cd H suit	3♥ 0-6 HCP 4 card support
2♣ GF 4 card suit	2NT GF 4 card support	3♠ Splinter
2♦ GF 4 card suit	3♣ 7-9 HCP 4 card support	3NT 13-15 HCP 3 cd support
other 4c & 4d Splinter		
1♠ 1NT 5-11 HCP 1 round force	2♠ 5-9 HCP 3 card support	3♥ 10-11 HCP 3cd S suit
2♣ GF 4 card suit	2NT GF 4 card support	3♠ 0-6 HCP 6 card suit
2♦ GF 4 card suit	3♣ 7-9 HCP 4 card support	3NT 13-15 HCP 3 card support
2♥ GF 5 card suit	3♦ 10-11 HCP 4 cd support	4♣ Splinter
other		
1NT 3♣ 6 card suit slam interest	3♠ 1S,3H,5/4 in minors	4♦ MSKC
3♦ 6 card csuit slam interest	3NT to play	4♥ to play
3♥ 3S,1H,5/4 in minors	4♣ MSKC	4♠ to play
other		
2♣ 2♦ Waiting	2NT 8+ Balanced	3♥ n/a
2♥ 8+ 5+card suit 2 top h	3♣ 8+ 6+ card suit	3♠ n/a
2♠ 8+ 5+card suit 2 top h	3♦ 8+ 6+ card suit	3NT 9 controls pass or correct
other		
2♦ 2♥ pass or correct	3♣ natural and forcing	3♠ pass or correct
2♠ pass or correct	3♦ natural and forcing	3NT to play
2NT 1 round force	3♥ weak 3/3 majors	4♣ n/a
other		

Notes

2♥ 2♠ Pass or correct	3♦ Invitational in hearts	3NT to play
2NT 1 round force	3♥ pass or correct	4♣ n/a
3♣ pass or correct	3♠ pass or correct	4♥ pass or correct
other		
2♠ 2NT 1 round force	3♥ pass or correct	4♣ n/a
3♣ pass or correct	3♠ pass or correct	4♥ pass or correct
3♦ Invitational in spades	3NT to play	4♠ pass or correct
other		
2NT 3♣ Puppet	3♠ 5+ spades & 4+ hearts	4♦ MSKC
3♦ transfer to hearts	3NT to play	4♥ n/a
3♥ transfer to spades	4♣ MSKC	4♠ n/a
other		

## 9. CONVENTIONS

Unusual NT: 2 lower suits

4th Suit Forcing One round ☐ Game force ☒

NT Checkback ☐ Priorities: 2 way

Defence to 3NT opening X= takeout

Defence to Opening Twos X = 16+ HCP, 2NT 15-18 Balanced

Multi 2♦ X = 16+ HCP, 2NT 15-18 Balanced

RCO style 2-s X = 16+ HCP, 2NT 15-18 Balanced

Other 2-s X = 16+ HCP, 2NT 15-18 Balanced

Defence 1NT= shows 4 card major and longer minor, 2C= both majors, 2D= single suiter, to 2H=5H and 5 of a minor, 2S=5S and 5 of a minor strong X = 16+ HCP ♣

Over 1NT Interference Lebensohl

Lebensohl - other uses over partners takeout X of a weak 2 opening

Take out of 4 level pre-empts 4♣/4♦ X

4♥ X, or 4 NT + 2 suiter 4♠ 4NT (X = penalty)

## 10. OTHER NOTES

After bergen response of 2NT 3 of new suit = shortage

3 of the opening suit = strong, 1H - 2NT - 3NT void in spades

4 of another shows void

4 of the original major weak

Blue Club - bidding the opps suit is the extremes 2NT is lower 2 suits,

3 clubs is the upper suits. Weak or strong